

# **NAVIGATION LOG**

*and installation instructions*



**STAR TREK**  
**THE NEXT GENERATION™**  
**"A Final Unity"™**

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## ***SYSTEM REQUIREMENTS***

- 486DX33 or faster. (Pentium Class recommended)
- 8MB of RAM
- 20MB of free hard drive space, (To play the game you must have 16 MB free)
- Double-speed CD-ROM drive or faster.
- DOS 5.0 or later.
- SVGA graphics (640x480 and 256 colors)  
VESA compatible driver and 512k video RAM  
32,000 and 64,000 colors supported
- DOS Mouse
- Sound Blaster (or 100% compatible)

## ***INSTALLATION***

- **Exit** Windows 3.1 or **Restart In MS-DOS Mode** in Windows 95.
- Place the CD-ROM in your CD-ROM drive.
- Change to the drive of your CD-ROM by typing **D:** and press *Enter* (D being your CD-ROM drive.).
- After the CD-ROM drive prompt type **Install** and press the *Enter* key.
- The **Installation Menu** will appear.

## ***INSTALLATION MENU***

The installation of Star Trek: the Next Generation "A Final Unity"® takes place in two stages: Game Installation and Hardware/ Game Options Setup.

Throughout the installation procedure, use the mouse to select options on the menus and click the **OK** button to input them. You may use the arrow keys to select options and the *Enter* key to input them.

The first screen is the Installation Menu. The following are the options.

- **"View and print Readme"** lets you see and print last-minute instructions.
- **"Install Game"** brings you directly to the installation procedure.
- **"Make Boot Disk"** allows you to make a separate boot disk to run the game cleanly. If you are having problems running the game, you may wish to make a boot disk. See Making a Boot Disk for more information.
- **"Exit Installer"** quits the installation program.

## ***VIEW AND PRINT README***

The Readme file contains important last-minute information at the time of printing. It is very important that you read this file completely before installing the game. It may provide crucial information about hardware and software compatibility.

## ***INSTALL GAME***

This begins the installation procedure. You will be selecting installation options from a series of following menus.

1. From the install main menu, select **"Install Game"** and click **OK**.
2. Choose either **"Install minimal version," "Install standard version"** or **Install optimal version** depending on how much hard drive space (4, 8 or 12MB) you wish game files to occupy. Click **OK** after you make you selection. (It is recommended that you select the "Install Optimal version" for best game performance.)
3. The installer program will now run a system check on your extended memory and CD-ROM speed. If the program finds any problems it will be high lighted in yellow. Click on **"Suggest Fix"** if you have questions about how to solve a system requirements problem.

4. Click on the **OK** to continue.
5. Select a hard drive from the list in the window on the left. Make sure you have enough space on that hard drive. Click **OK** when you ready to continue.
6. Select the destination directory for the game. The default is C:\STTNG, to accept default click **OK**. If you wish to change the directory press the Backspace key to erase the default directory and type in the new path.
7. If you are ready for the final step of the install click the **Install** button. If you need to make changes, click **Go Back**.
8. After installation is complete, you will be shown a summary of any "suggested fixes" and the how to start the game. Click **OK** to go to the **Hardware/Game options** setup.

### ***HARDWARE/GAME OPTIONS***

The hardware/game options main menu provides four choices for the hardware/game options setup: **View and Print Readme**, **Configure Hardware**, **Set game options** and **Exit and save configuration**.

### ***CONFIGURE HARDWARE***

In this area you will select sound card and settings and video card and settings.

### ***SOUND CARD SETUP***

1. From the Hardware/Game Options main menu, select "**Configure Hardware**" and click **OK**.
2. ON the next screen, select "**Set up Sound Card**" and click **OK**.
3. Select "**Auto Detect**" and click **OK**. The program will try to determine which sound card is in your system and set the defaults for Port, IRQ and DMA. (If the IRQ setting displays an asterisk "\*", it means that the IRQ setting is determined by software drivers. Please be absolutely sure of your card's Port, IRQ and DMA settings before entering them manually.)
4. Once the sound card has been auto-detected, a dialog box will appear displaying the sound card and the Port, IRQ and DMA settings. Click **Sound Test** to play a sample from the game. Click **OK** in the dialog box to begin test.
5. If you heard the sound test sample, your sound card has been set up properly. Click **OK** to bring up the sound setting dialog box and click **OK** again to return to the

configure hardware menu.

*Note: Some sound cards will detect as "Sound Blaster 8" when running the auto detect procedure. If your sound card is coming up "Sound card not detected" error, you may try "Sound Blaster 8" or "Sound Blaster Pro" settings and enter your sound cards Port, IRQ and DMA settings from your sound card's manual. For any other specific questions, refer to the **Trouble Shooting** section of this booklet.*

### **SET UP VIDEO MODE**

1. Select **"Set up Video Mode"** from the menu and click **OK**.
2. Select **"Auto Detect"** and click **OK**. The program will try to determine the optimum screen resolution and color setting based on you video card and CD-ROM speed. The results of the auto detection will be displayed in a dialog box. Click **OK** to exit.
3. There are two different screen sizes; 320x200 and 640x400, and three different color settings; 256, 32768 and 65536. If you are in one of the 640x400 screen resolutions, you have the option to view movies in full screen mode. You can change the default selection by clicking one of "Full Screen Mode" options in the lower left part of the screen. Selecting this option may reduce the quality of the movie.
4. You now have the option to turn the universal VESA driver on or off. The default ( if you have a VESA driver already loaded) is "UniVESA Off." You will usually only use the universal VESA driver if you do not have a VESA driver loaded. A VESA driver is usually provided by the video card manufacturer when the video card was installed.
5. When you are finished on this screen, click **OK** to begin the video card test. This will provide an example picture so you can see the resolution mode you selected. Click **OK** on the next dialog box to begin the video test.
6. Click the mouse button or hit any key to exit the video test.
7. On the configure hardware menu select "Return to Previous menu" to exit to the Hardware/Game Options main screen.

### **SET GAME OPTIONS**

The following game settings can be set at any time during game play. Select **"Set Game Options"** and click **OK**.

## ***DIFFICULTY SETTINGS***

The difficulty settings determine the amount of help you will receive when playing the game. You can select **Ensign**, **Lieutenant** or **Captain** depending on your preferred skill level. (**Ensign** provides the most help, while **Captain** provides the least help.) Click **OK** when you have made your selection.

## ***TEXT ON/OFF***

During the course of the game, there are many spoken conversations. Setting "Text On" lets you view these conversations as on screen text as well as hearing the character's voices. Select either **On** or **Off** and click **OK**.

## ***MAKING A BOOT DISK***

If you are having problems running Star Trek: The Next Generation "A Final Unity" or are finding it difficult freeing up the memory needed, you may want to create a boot disk to run the game. This will hopefully eliminate any conflicts with TSR programs you may have loaded.

1. Insert the CD-ROM in your drive.
2. Change to the drive of your CD-ROM by typing **D:** and press *Enter* (D being your CD-ROM drive.).
3. Type **Install** and press *Enter* to run the installation program.
4. After the installation program has finished loading, select the "**Make Boot Disk**" option and click **OK**.
5. Insert a blank, formatted 3.5" floppy disk into the drive and click **OK** to proceed. The necessary files will then be copied to the floppy disk.
6. When the boot disk is ready, the installer will bring you back to the main menu. Click "Exit Installer" to quit the program.
7. To use the boot disk, keep it in the drive and the CD-ROM in the drive and restart your computer.
8. Load the game normally.

## ***LOADING***

Once you have finished all the necessary installation procedures, use the following to start the game.

1. **Exit** Windows 3.1 or **Shut Down to a DOS Prompt** in Windows 95.
2. Place the CD-ROM in your CD-ROM drive.
3. Change to the game directory on your hard drive by typing **CD\STNG** and press **Enter**. (If you installed the game to a different directory, change to that directory instead.)
4. Type **STNG** and press **Enter** to start the game.

## ***SPACE, THE FINAL FRONTIER***

Welcome to the 24<sup>th</sup> century! You are about to embark on an adventure, full of intrigue and danger. With the help of your crew on the Starship Enterprise™- Picard™, Riker™, Worf™, Data™, La Forge™, Crusher™ and Troi™ - you will unravel an intergalactic mystery that spans millennia.

*Star Trek: The Next Generation "A Final Unity"* is an interactive experience unlike any other. In this game, you can command any of the seven major characters independently of each other. All the characters have their own skills and will behave based on their individual personalities. Much like the television show, the game is centered around the characters' conversations with each other and various lifeforms. These conversations are key to the interweaving of the detailed story line.

Throughout the game, you will be traveling to faraway worlds and encountering unique alien species. You may even engage in combat and experience unforeseen events. Keep your eyes and ears open as the plot unfolds and get ready for the adventure of a lifetime.

## ***BEFORE YOU BEGIN***

If you have any questions about the installation process, the system requirements or any hardware conflicts, see the Troubleshooting section at the end of this booklet.

## ***THINGS TO DO ON THE STARSHIP ENTERPRISE***

At the beginning of the game and after every Away Team mission, you will be brought to the Bridge of the ship. The Bridge is the central hub of all activity on the U.S.S. Enterprise. From here you can access any of the different locations on the ship. For immediate information, you can seek advice from a member of the Bridge crew. If you need an update on your mission status, you can hail Starfleet Command. Additionally you

can talk to an onboard guest (if any) in the Conference Lounge.

### ***THINGS TO DO ON AN AWAY TEAM MISSION***

You can assign up to four crew members on an Away Team mission. When you beam down to a location, you will usually be searching for information and talking to local inhabitants.

When on a planet or other location, make sure to look at everything in your immediate area. Remember also that each crew member may provide different information about the object viewed.

Get as much information as you can from everyone you meet. This may require talking to a being more than once. As with looking at objects, different crew members may have different conversations with the same person.

You can get advice by talking to other members of the Away Team. Generally, they will offer suggestions about a situation on their own, but you can ask them for their input.

### ***WELCOME ABOARD, CAPTAIN***

Your first encounter finds on the border of the Romulan™ Neutral Zone in a face-to-face confrontation with a hostile alien vessel. This section will provide an overview of the Starship Enterprise and may provide some insight on the dealing with the dilemma at hand.

### ***BRIDGE CONVERSATIONS***

Once on the Bridge, you will enter into a conversation between members of the Bridge crew. If you chose to display conversation text on screen (as an option during the installation process), you will need to click the left mouse button each time after a person speaks. This will remove the dialogue text and continue the conversation. (You can see who's talking by the person's image just to the left of a dialog box)

During a conversation, you have the ability to make your own choices. ( You can tell that it is your turn to speak when there is no face to the left of the dialogue box and the right side contains an up/down scroll arrow.) To choose what to say, simply move your cursor to the text you want to say and the dialogue choice will highlight in white. Click the mouse button on what you want to say. (To review the conversation before making a choice, press the *Backspace* key.)



If any conversation dialog box is obscuring your view of the screen, you can move it by clicking on the box's border and dragging it to a different location.

### ***VIEWSCREEN CONVERSATIONS***

Occasionally, you will hail or be hailed by another vessel or planet. These conversations take place on the Viewscreen. These conversations are handled just like a Bridge conversation, except that any text choices you have to make appear in a window just below the Viewscreen. You will need to use the up and down arrows (on the bottom right) to scroll through the list of choices.

### ***PREVIOUS CONVERSATIONS***

The last 10 Bridge and Viewscreen conversations are stored for review. To view the text of the dialogue, select the Recent Conversation icon just below the Bridge (or press the "?" key). You can then choose which conversation to view.

### ***CREW ADVICE***

There may be times that you are on the Bridge, but aren't sure what to do next. One useful thing you can do is ask members of the Bridge crew for advice. Hopefully, they will be able to offer some suggestions to point you on the right direction.

To ask for advice, click on the appropriate crew member on the Bridge. If they don't have any suggestions at the time they'll let you know.

### ***STARFLEET COMMAND***

For additional information, you can contact Starfleet Command. They will evaluate your current performance and provide a summary of your current orders. They are also available to update the situation in your immediate area. There also may be specific Starfleet personnel you can contact whose names will appear on the Comms list.

To communicate with Starfleet Command or other people outside the Enterprise, select Comms from the Bridge. This brings up the Comms list which contains Starfleet personnel to talk to and other beings you have contact with. All Starfleet conversations take place on the view screen. To end your Viewscreen conversation, choose the "Picard Out" selection on the communication choice list.

## ***SPACE COMBAT***

Occasionally, you may be thrust into a combat situation. You will be immediately brought to Tactical where you can take charge of the combat decisions. The first time you enter Tactical, Lieutenant Worf will have control of all tactical decisions. This way, you can simply watch the engagement with out having to worry about making any tactical errors. However, once you think you can handle the pressure, feel free to turn Delegate off and jump into the fray.

You can enter Tactical in one of two ways: through the Tactical station on the Bridge or when a conversation turns into a combat situation.

## ***INTERSTELLAR NAVIGATION***

Throughout your adventures, you will be instructed to travel to different parts of the galaxy. Coordinates to these locations will be downloaded to the ship's computer. Additionally, if you are given an assignment from Starfleet or set a course through a conversation, you will be immediately brought to the Astrogation station. Your preprogrammed course will already be laid in.

Astrogation can be accessed in a number of different methods: by clicking on the Bridge's Astrogation Log, selecting the Astrogation station on the Bridge or if a conversation directs you to a destination. Once at Astrogation with your course already laid in simply press the Engage button to warp to your destination.

## ***CONFERENCE LOUNGE VISITORS***

The Conference Lounge is where you will talk to visitors aboard the ship. Visitors may have valuable information that can help you on your current mission.

To talk to someone in the Conference Lounge, select the doors on the left side of the Bridge. This will bring up a list of visitors to talk to. Select a name to start a conversation.

## ***THE RGCD (GAME SETTINGS)***

### ***DIFFICULTY LEVELS AND SAVED GAMES***

The RGCD (Remote Game Control Device) is an instrument primarily used for saving and loading games. Other functions of the RGCD include the ability to adjust the sound and music levels, The selection of a difficulty play level and the option to turn the conversation display text on or off.

(If you have previously saved a game, the RGCD will appear when the game loads.)

RGCDs can be found in the lower left-hand corner of the Bridge and Away Team mission screens. Simply click on the RGCD icon to bring up it's controls.

### ***SAVING AND LOADING A GAME***

The RGCD can be used to save and load games in progress. It is highly recommended that you save your game periodically in case you make a mistake and need to backtrack.

#### ***LOADING A GAME***

Load brings up a list of previously saved games, from which you can choose one to continue. (You can store up to nine games in progress.)

#### ***SAVING A GAME***

Save stores the current game. Press *Backspace* to remove the current name and type in your title up to a maximum of 30 characters. When you have finished typing the name of the saved game, press *Enter* to save your game.

#### ***CANCELING A LOAD OR SAVE GAME***

If you selected Load or Save and change your mind or don't wish to over write a saved game, you can click the Cancel button.

#### ***BEGINNING A NEW GAME***

New starts the current game over from the beginning. As with the Quit button, you will be prompted to confirm this choice.

## ***EXITING THE GAME***

Quit is used when you wish to exit your current game and return to DOS. You must confirm your selection to exit.

## ***ADJUSTING SOUND AND MUSIC VOLUME***

The Sound Level buttons in the lower portion of the RGCD will bring up a pair of adjustable bars for controlling the volume levels of both sound and music. To adjust the volume levels, click your mouse once on the bar at whatever level you wish the volume to be.

## ***CHANGING DIFFICULTY LEVELS***

Just to the left of the Sound Levels option, the Difficulty setting allows you to play the game at three different levels: Ensign (the easiest), Lieutenant ( the middle) or Captain (the hardest). Difficulty levels can be only changed when on the Enterprise.

The characters will give advice on the easiest level, but must be asked on the other levels. Away Team personal and equipment will be picked automatically on the first 2 levels but the Captain level you must choose them.

## ***TROUBLE SHOOTING***

Q: My sound card documentation says I have a Sound Blaster compatible card. Why is the installation program not detecting my card?

A: You will need to manually choose a card from the list that is the closest match. We recommend trying the "Sound Blaster 8" setting first. You can also try the "Sound Blaster Pro." setting.

Q: I have a Reveal SC400 sound card and installer does not detect it.

A: The Reveal SC400 card is compatible with the game. You will need to manually select the "Sound Blaster 8" setting (make sure the Port, IRQ and DMA settings are correct) to hear sound in the game.

Q: The installer crashes during the sound test.

A: You will need to manually select the Port, IRQ and DMA settings for your computer. If you have any questions of what they are consult your computer's manual.

Q: I own a VESA-compatible card, but when I try to run the game with the universal VESA driver, it doesn't work. Why?

A: The universal VESA driver is not compatible with your video card. You will need to obtain the latest VESA driver from your video card manufacturer. See your video card's reference manual for more information.

Q: When I'm watching one of the movies in the game, the video appears very choppy (and sometimes freezes the game). Can this be fixed?

A: To fix the problem, you will need to lower your video resolution (turn "Full Screen Mode" to Off). Run the Setup program from your STING directory and follow the directions under Configure Hardware and Setup video mode. Instead of "Auto detect" choose one of the video modes earlier in the list than the current one selected. Follow the remaining procedures, and be sure to "Exit and Save Configuration" when you are finished.

Q: I have a Laptop computer and am trying to run the game with a BACKPACK CD-ROM adapter. I can't get the game to install.

A: These adapters are not MPC compliant and will not run the game. The CD-ROM data transfer rate is too slow to run the game.

Q: I'm trying to run the game with a memory manager (such as EMM386, QEMM or 386Max) and the game won't load.

A: Some memory managers will not operate properly with the game. WE recommend disabling any memory manager before running the game or running the game with a boot disk.

Q: I own an older computer with a 540MB or larger IDE hard drive and am trying to run the game with a boot disk I created using the installer. The boot disk doesn't seem to be working. Why is this?

A: Some computer systems do not have the IDE hard drive drivers built-in to the computer's CMOS. This may require you to manually copy the driver for your hard drive from your computer to the boot disk. (For example, some Connor hard drives use the DMDRVR.BIN driver.) Once this is accomplished, the boot disk will recognize your hard drive. for more information refer to the manual that came with your IDE hard drive or your computer's reference manual.

Q: I'm using the CORELCDX CD-ROM extension and my movies are playing very choppy. Can I fix this?

A: The CORELCDX CD-ROM driver does not work properly with the game. You can replace the drivers with MSCDEX driver. This should improve movie performance.

Q: I have a video card with an S3 chipset and the game freezes when I try to run it.

A: You need to be sure that you have the latest version of either a Microsoft or Logitech-compatible mouse driver before running the game. Generic mouse drivers may not work properly with the game.

Q: I have a MGA Impression Plus PCI video card with 2MB of video RAM, but am unable to install the game. The installer keeps exiting to DOS and gives an error about being unable to initialize the VESA driver.

A: All MGA video cards have VESA built-in to the card. However, you will need to run the VESA driver that came with your MGA card before running the game. Once this driver is run, the MGA video card will recognize the built-in VESA.

## NOTES

## A WORD ABOUT THIS GAME

We would like to thank you for purchasing one of our products. Please remember that the developers of this product are relying on you not to give away copies to others. They have spent a lot of time, effort and money to bring this software to you, and are depending solely upon royalties from sales in order to make a living. Your purchase will allow them to invest the time and energy necessary to produce additional high quality software in the future.

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Send electronic mail to Customer Support at 76004,2223.

### **How to Get Help:**

If you are having problems with *Star Trek "A Final Unity"*, we can best help you if (1) you are at your computer when you call and (2) you have the following information handy:

- Version number of *Star Trek "A Final Unity"*
- Your computer's processor and its speed (such as a 90MHz Pentium)
- Your computer's brand and model
- Total RAM installed in your computer
- Version of DirectX drivers
- CD-ROM brand and model name
- Video card brand and model name
- Sound card brand and model name
- Mouse brand and version number of mouse driver
- Joystick brand and model name
- Any error message you see in the game

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